

THE KNIGHTS INDUCTOR

This section of the book details the forces used by the Knights Inductor – their weapons, their units, the special characters that lead them to resolution, and the experimental technology they carry. Each entry describes a unit and gives the specific rules you will need to use them in your games. The army list section of the codex will refer back to these entries.

KNIGHTS INDUCTOR SPECIAL RULES

A Knights Inductor army uses a number of special rules that are common to several units. These are collected and explained here, in full, for your convenience. Special rules that are unique to particular units are presented in the relevant entry instead. Other, more common, rules are simply listed by name – these are described in full in the Special Rules section of your *Warhammer 40,000* rulebook.

TACTICAL FIRE-TEAMS

The Knights Inductor does not follow standard Codex organization to the letter, having adapted it to be tactically more flexible

Knights Inductor units with this rule have the option to take up to 24 models per squad, and may divide into 12, 8, or even 6man fire teams. Squads numbering exactly 12 or 18 models with this rule may split into two or three 6man fire teams, respectively.

The decision to split the unit into fire teams, as well as which models go into each squad, is made before the unit is deployed. All fire teams can be deployed in separate locations. After dividing and deploying each fire team, each is treated as a separate unit for all games purposes from that point on. Multiple fire teams may embark on the same transport without "merging". A unit numbering 18 models or more may take two designated transports instead of just one. Models in either pattern of terminator armour or on bikes may split further into 3 man teams.

THE UNSEEN

The combat doctrine of the Knights Inductor relies solely upon stealth, camouflage, and misdirection to place troops in critical locations, allowing them to suppress the enemy with pinpoint sniper fire

A Knight Inductor unit with this rule may deploy as if it had the Infiltrate special rule no closer than 24" from enemy models, but it cannot outflank from reserves with this rule. In addition, units with this rule gain the Pinning special rule when firing from within area terrain. When a unit with this rule makes an attack with Pinning against a unit that is immune to Pinning, it inflicts an additional d3 wounds.

EMPYREAN ANATHEMA

All Knights Inductor bear the faint but ever present Null trait within their gene-seed, rendering them somewhat resilient to influences of the Warp, provided they are strong in number

Knights Inductor units with this rule that number at least ten models benefit from the Adamantium Will special rule

WARLORD TRAITS

When generating his Warlord Traits, a Knight Inductor may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook or roll on the table below.

D6	RESULT
1	WE HAVE YOU OUTNUMBERED: <i>The warlord employs electronic trickery to make it seem like his army has an overwhelming and rather demoralizing advantage over his enemy.</i> For the first three turns all enemy units except for HQs lose -1Ld.
2	DISRUPT REINFORCEMENTS: The warlord has orbital assets as well as additional forces do their best to impede enemy force movements in order to buy him more time. All enemy reserve rolls take a -1 penalty.
3	WALL OF BULLETS: <i>The warlord takes no chances when fighting a determined, aggressive foe, and puts his Knights through strenuous "firing under duress" exercises to increase their firing reaction times.</i> Once per game, you can make single unit from Codex: Knights Inductor roll Overwatch at full BS. However Blast weapons and weapons unable to fire Snap shots cannot be fired still.
4	RIGHT BEHIND YOU: <i>The warlord is in command of one of the most elite stealth units in the entirety of the Knights Inductor forces.</i> Nominate one unit and one piece non-area terrain after you have rolled this trait: the selected unit gains Deep Strike special rule (if it does not already have it), and can only deep strike onto the nominated piece of terrain. This deep strike does not cause mishap or dangerous terrain tests. The unit will never scatter if it uses this rule.
5	I AM THE VOID: <i>The warlord happens to be a blank of surprising potency, though he cannot manifest full Silencer powers.</i> Enemy units within 6" of the Warlord and his unit have -1Ld.
6	ARMOURBANE: <i>The warlord is accustomed to destroying enemy armor in times of rapid pacification campaigns with the Knights Inductor.</i> The warlord and any unit he joins gains the Tank Hunters universal special rule..

CAPTAINS

FIRST AMONGST EQUALS

Potential captains are selected from only the brightest of the Knights in a Company, with only those deemed most capable by comment consent and the influential opinion of the Chapter Master being able to hope for nomination. Selected nominees undergo a comprehensive educational course to supplement their already extensive battlefield knowledge, and are often apprenticed within a command squad or within the 1st Company until they are finally selected or otherwise returned to regular service with many honors.

As the Knights have trouble replacing command positions, this system ensures that the replacements for deceased or missing Captains are immediately comfortable within their newfound role and that the transition of command goes seamlessly. Though it takes them many more years to reach the same level of experience and expertise as a Captain in most other Chapters, they will not be found unprepared at the negotiating table or on the field.

Versed in the legendary, Inductor-compiled codex of battle dubbed the Macharius Stratagems, a Captain coordinates his soldiers with utmost precision and inspires both mortal and superhuman compatriots with fiery rhetoric and charisma.

While the Knights are not known for being entirely swift as a battle force, they are highly skilled in striking the first blow before the enemy even so much has a chance to realize that the battle has begun. The Captain is often at the forefront of this initial strike, directing the hidden snipers and anti-armor units to where the element of surprise can best capitalized upon. With a simple signal the Captain immediately urges his forces onwards, not thinking of glory nor honor, but seeking the most efficient methods to end the conflict quickly and as painlessly as possible.

MORE THAN A WARRIOR

A Knight Inductor Captain is not simply a mere master of warfare; he must also possess the supreme gift and mastery of oration and diplomacy as well. Such talents are weighed far and above any measure of combat prowess within the Chapter, as the power to prevent a conflict is considered far greater than the power to end one.

They are expected also to be able to calm agitated Imperials that are often on a hair-trigger, and to quell the hubris of the most problematic Astra Militarum commanders with mere words and presence. An often more difficult task that Captains are occasionally tasked with is the negotiation with some of the enemies that can be reasoned with, such as Tau, Eldar, and to a limited extent, Orks. While potentially heretical, if the end terms benefit humanity then in their eyes it is more than justified.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Captain	6	5	4	4	3	5	3	10	3+

UNIT TYPE: Infantry (Character)

WARGEAR:

Power armor, bolt pistol, chainsword, blind grenades, krak grenades, iron halo

SPECIAL RULES:

And They Shall Know No Fear, Emphyrean Anathema, Independent Character, The Unseen

Preemptive Strike: After deployment but before any moves have been made, you may select a single friendly Knight Inductor unit with The Unseen special rule and make a single out of phase shooting attack with it provided it is within range of an enemy unit. If there is no enemy within range, you may opt to make a Run move with it instead.

Mounted Assault: If an Inductor Captain commandeers a bike from the armory, his fellows will as well. If the Inductor Captain is mounted on a Space Marine Bike, Mounted Knights become Troops choices.

LIBRARIAN ADEPTS

NOT ASTARTES, NOR MAN

Like most other Chapters, the Knight Inductor gene-seed is carefully scrutinized for mutation, though the risk is lessened due to the null factor, lack of vigilance could be potentially disastrous. Though the gene-scans conducted by the main recruitment planet and by the Chapter's Apothecaries go a great way to identifying potential recruits, nascent psyker talent is a whole other issue for the Knights.

Due to the null-gene's properties, potential psyker candidates cannot be implanted with it, lest their potential be altogether snuffed out and their soul put into eternal agony. As such they are trained and tested as Astartes without the benefit of the physique and innate fortitude of one, a trial of immensely difficult proportions that weeds out those unable to bear the responsibilities of the Librarian. Those few who succeed are then trained to hone and wield their powers, and how to protect themselves from the Empyrean through other means. Without the benefit of the null factor, a Librarian must face the dangers of daemons and Warp monstrosities through his own force of will.

If a recruit makes it through the rigorous testing, he joins the Librarius as Lexicanum, rising through the ranks to become Codicier, Epistolary or perhaps even Chief Librarian. He will use his abilities to pierce the Warp and provide the means for interstellar communication, as well as to identify

others of his own kind. He will judge them as he was himself once judged, scrutinizing potential candidates and peers for frailty of mind or spirit. A moment's weakness can unleash untold evils, and vigil must be kept against any wavering of purpose.

In the Knights Inductor, the Librarius stresses greatly the importance of keeping an impartial and clear record of the history of the Chapter. Librarians hold a functionary rank, describing their role within the Librarius as well as within the Chapter's hierarchy. For example Lexicanums and Codiciers are responsible for battle reports and study of the strategic overview of the war as a whole, respectively. After decades of study and rejuvenat treatments, a Librarian will be well versed in the history and lore of his Chapter, and both his wisdom and counsel will be high regarded by the Master of the Chapter. Such as it is, men who must be able to stand tall amongst veritable living gods.

Though the Nullarium and its Silencers bear the brunt of psychic warfare duties a Librarian must always be ready to take up his bolt pistol and force staff when he is called to war, when his psychic talents are needed most in the field. Most Librarian battle-disciplines focus on making up for their relatively frailty in battle, and guiding his brothers to victory by sensing the subtleties of the Warp. Such a task is beyond difficult for a normal psyker, as the deadness of the Warp around the Knights affects one's ability to draw upon their ethereal powers. But the Librarians of the Knights Inductor have been taught to draw upon the smallest skeins of power and to transform it into something more, and the intense training they are put through bears fruit when they can direct their brothers through the smallest whispers in the Warp.

One might be led to think that these non-Astartes and psyker mutants would be ostracized from the rest of the Chapter, but that is far from the truth. These men are not just valued for their power to manipulate the Warp, but also for the fact that they endured the same trials as their comrades. That alone garners them respect in the eyes of all the Knights worthy of being called brother.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	4	3	3	2	3	2	10	3+

UNIT TYPE: Infantry (Character)

WARGEAR:

Power armor, bolt pistol, force weapon, blind grenades, krak grenades, psychic hood

SPECIAL RULES:

And They Shall Know No Fear, Independent Character, Psyker (Mastery Level 1). The Unseen

Apart in Spirit, Apart in Body: A Knight Inductor army that contains at least one Silencer cannot take a Librarian

PSYKER: Knight Inductor Librarians generate their powers from the **Biomancy, Divination, and Telepathy** disciplines.

SILENCERS

INVERSE SOUL

There are two categories of Silencers: the first are those who have been “awakened” as nulls by the gene-seed interacting with their own hidden, recessive null gene, forever crushing their soul into nothing and wiping their existence from the Warp. The second are those who are naturally nulls, implanted with the Knight Inductor gene-seed, whose aura becomes enhanced as a result and able to manifest “null” powers in a manner not dissimilar from psychic powers.

They are the reason for the Chapter’s very existence, as a means of being a counter to the forces of Chaos and the bane of the Empyrean. However their numbers are far too limited to be of great use to the Imperium; Culexus assassins are easier to train and more disposable in comparison. Occasionally, Silencers will be “loaned” to the Inquisition to participate in Deathwatch missions and other tasks that allied Inquisitors set them too. This keeps relations between the Knights Inductor and these interested elements of the Imperial Inquisition in good favor, much to the Chapter Master’s relief.

Silencers are rated and ranked according to the strength of their null aura, the area around their being that permeates as an empty void in the Warp, as well as their control over said aura. While nulls, or blanks as they are sometimes called, can only project their Warp-nullifying aura passively, those implanted with the gene-seed of the Knights gain the ability to manipulate it to a certain extent. This allows Silencers to have regular relations with most other humans as they can inhibit their aura while in the presence of others along with dampener devices installed in their power armor.

The Knights Inductor have an institution similar to the Librarius called the Nullarium, which is responsible for the training and induction of new Silencers.

Silencers bear the brunt of anti-psychic warfare duties, accompanying squads and command personnel in order to nullify potential threats spawned from the Warp. In battle they carefully project an aura of despair “aimed” at nearby enemies and manipulate their aura to strike at enemy morale. Wielding psychic-inert null rods that channel the nothingness of their aura, they are easily capable of severing the connection between a being and the Warp in which their soul half-resides. However their powers do not come without risks, as even a momentary lapse in concentration can cause their enhanced aura to go out of control, causing the very Astartes and allies they’re fighting alongside to flee in absolute terror.

For the Knights Inductor, they are the sole bulwark against the threat of the daemon and their hell-spawned puppets. Where ever they stride, the Warp calms and parts for them, a veritable nightmare for daemons and heretical psykers.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Silencer	5	4	4	4	2	4	2	10	3+

UNIT TYPE: **Infantry (Character)**

WARGEAR:

Power armor, bolt pistol, null rod, blind grenades, krak grenades

Null Rod: This is a force weapon that uses Null Charges for activation. Against Psykers and Daemons roll 3d6 taking the lowest two dice for activation.

SPECIAL RULES:

And They Shall Know No Fear, Independent Character, Fear, Silencer (Mastery Level 1). The Unseen

Silencer: A Silencer, and the unit to which he is attached, can't be affected by friendly nor enemy psychic powers in any way. Any enemy units within 12" of a Silencer has their Leadership reduced by 1. Nulls are not Psykers, however they do generate Null Charges in the same way that psykers generate warp charges and take psychic tests for the purpose of testing to use Null powers (they are not affected by special rules, abilities, or wargear that normally affects Psykers). Silencers do not suffer Perils of the Warp when double 1's or 6's are rolled, but the unit they are in must immediately take a Morale check at -5Ld as the horrifying nothingness of their null aura overwhelms them, unchecked. If the unit the Silencer is in breaks due to this, they will leave him behind in their fall back move.

SILENCER: Knight Inductor Silencers generate their powers from the **Null Powers** table entry

SILENCER NULL POWERS

This section of the book details the powers used by the Knights Inductor Silencers – powerful anti-psyhic warriors capable of clearing a path through the Warp with their very presence, and able to manifest powers in correspondence to their null aura. How to generate null powers and the special properties of null powers are explained here in detail.

GENERATING NULL POWERS

Knight Inductor Silencers are empowered nulls, and hence have access to several null powers. For each point of Mastery Level he has, a silencer may make a roll on the following table available to him. He cannot use any of the psychic disciplines listed in the *Warhammer 40,000* rulebook.

NOT OF THE EMPYREAN

Silencers do not draw upon the Warp to manifest their powers, rather they are manipulating their enhanced aura to create different effects on the enemy. As such, no Deny the Witch rolls may be made against null powers of any kind.

Power Number	Power Name	Charge Level	Description
Primaris Power	Strike of Despair	Null Charge 1	Strike of Despair is a Witchfire power with a range of 18". This power automatically hits the targeted unit selected by the Silencer's controlling player. That unit must immediately take a Morale check with a -D3Ld modifier. Psykers and or a randomly chosen model in units with the Brother of Psykers/Sorcerers rule in the unit must pass a single, separate leadership check with a -2D3Ld modifier or suffer Perils of the Warp. You may expend 2 Null Charges to target two enemy units within 12".
1	Synaptic Disruption	Null Charge 1	Synaptic Disruption is a Malediction that targets all Tyranids units within 6". All non-Synapse units count as not being within range of a Synapse creature until the beginning of the controlling player's next turn. You may expend 2 Null Charges to extend the range to 12". Non-tyranid enemy units must instead take all morale and pinning test with their lowest leadership instead until the beginning of their next turn
2	Warp Void	Null Charge 2	Warp Void is a Blessing that targets the Silencer himself. Used in the beginning of the player's movement phase and lasts until the beginning of the player's next movement phase. If successful, all enemy Psykers within 12" roll 3d6 for Psychic tests, taking the top two results. They automatically suffer Perils of the Warp if a double is rolled
3	Shatter Mind	Null Charge 1	Shatter Mind is a Witchfire power with a range of 24". Select one character within line of sight. That character immediately rolls 2D6+2 and subtracts their leadership. They take a number of wounds equal to the number remaining with no armour or cover saves allowed. You may expend 2 Null Charges to make the entire unit take the test as well, independently from the character
4	Terrifying Presence	Null Charge 1	Horrifying Presence is a Nova power with a range of 9". All units within that range take a morale check or fall back 4D6. You may expend an additional Null Charge to make the test done on 3D6.
5	Isolate	Null Charge 1	Isolate is a Malediction power with a range of 18". Select one character within that range, it must immediately make a leadership check with a -1 modifier or will be unable to perform any kind of action until the Silencers next movement phase. The rest of the squad will be able to act as normal but cannot leave the Character out of unit coherency. Independent Characters are unable to leave the unit for the duration of this effect.
6	Banish	Null Charge 1	Banish is a Malediction power with a range of 18". Select one unit with the Daemon special rule, it must immediately roll 3D6 and subtract their current leadership value. The difference is dealt in wounds to the unit, including negative values healing wounds to the unit (the unit cannot go above their original starting size). No saves of any kind are allowed.

MOBILIUS ARTILLERY

In the early years of Aprior Sector pacification the Knights had problems maintaining and rearming their equipment while still having to fight almost near constant battles against xenos, heretics who had manifested in the wake of the warp storm that locked Aprior off from the galaxy, and traitorous Imperials that opposed their unification efforts. For the first few years the Knights tottered on the edge of collapse as they found themselves unable to keep their own armor and weapons functional in the face of strings of endless battles.

The Whirlwind was considered the greatest example of this problem. Whirlwind missiles have complicated guidance machines spirit that are linked to a second spirit in the air burst warhead. These were hard to replicate, mass produce and maintain. In normal times a chapter Whirlwinds can expect a few days of intense violence with weeks of repair between missions as the ships traverse the warp with all the parts and equipment a Techmarine needs to ready the spirit for battle. The knights found themselves having weeks of intense violence and fighting with much less time for repair with rapidly dwindling supplies of parts.

More and more the Knights found themselves relying on Imperial guard Artillery regiments to supplement their dwindling stocks of Whirlwind munitions. Even cut off from the Imperium, the simple 'kaboom tubes' as one Knight Captain infamously said were easier to replicate and resupply. This evolved into a situation where if a Knight Captain could not be guaranteed artillery support at the next battle, they would often carry some of the Imperial Guard field guns and crew with them from one battle to the next.

Eventually the Knights started to use the field guns themselves and they found even greater benefit then the whirlwind in some cases. In exceptional rough or mountainous terrain field heavy Mortars out performed Whirlwinds in maneuverability as they could go where ever the knights could, more than one mountainous battle was been decided by a well-timed barrage of high explosive, and Thunderhawks soon came to watchful for the thick plumes of smoke marking targets for their munitions.

As the Knight established a proper industrial base the need for many of these half measures decreased as the number of proper ammunition, weapons and parts increased. But even though Whirlwinds could once more be deployed in mass, many captains refused to give up the Field guns that had served them so well for so long.

This movement was lead by the Captain of the 8th company, Juhziz Townes who personally codified and wrote into the Macharius Stratagem the use and importance of the, tactics and stratagem's for artillery warfare
In honor of his contribution to the betterment of Knight Inductor tactical doctrine, his title was changed from

'the Master of Relics' to 'the Master of Ordinance', a title the captains of the 8th company, still bear with pride.

Bombardment teams often find techmarines attached to their unit where the lightning fast computing skills allow the rapid plotting of trajectory on the fly. It has been said that a field gun guided by the steady hand of a Techmarine could hit an Eldar jet bike at 100 meters. It is then often said in response to those who doubt it that even if they missed, the jet bike would still be in the blast radius. An effect of this is that young recruits who it is believed might be able to become techmarines are often sent to the chapters Bombardment teams after their time in the Incursion squad, where he can be close over seen by the chapters Techmarines to see if he is indeed worthy and able to join their ranks. Another effect of this joint organization Bombardment teams can be armed with the, rare to other chapters, Thunder Fire cannon and rumors persist that rarer more exotic weapons can be found in their field batteries.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Artillery	-	-	-	7	2	-	-	-	3+
Gunner	4	4	4	4	1	4	1	8	2+

UNIT TYPE: **Artillery**

WARGEAR:

Techmarine Gunner: Artificer armor, bolt pistol, blind grenades, krak grenades, servo harness

Artillery: Heavy Mortar, Thunderfire Cannon, Quad Gun, Charybdis (see Vehicle Weapon options for details)

SPECIAL RULES:

And They Shall Know No Fear, Blessing of the Omnissiah, Bolster Defenses, Innovator, The Unseen

COMMAND SQUADS

COMMANDER'S COMPANIONS

Command Squads accompany high-ranking officers on the battlefield. They are often used in the more daring covert operations when a Captain needs his most reliable Knights to perform a mission to exact specifications. However when a situation calls for more visibility, they proudly don their often hidden heraldry and colors of the Chapter. While the titles and positions are mostly the same as any Chapter, there is a notable absence of a Company Champion within these squads.

Rare are the times when the Company Standard Bearers are called to carry the battle-flag of their company, as waving a giant banner is usually not conducive to a stealthy operation. But when the occasions do arise, so does the standard, woven with the sweat and blood of the company within its ancient thread, inspiring others all around to fight harder than ever. To this end the Standard Bearer is entrusted to never let the banner fall into enemy hands, as the punishment for doing so is quite severe by even the Knights' standards.

The Knight Inductor Apothecaries are entrusted with the purity of the gene-seed outside of battle, and with the lives of those carrying the gene-seed in battle. Well versed in the advanced surgery, cybernetics and bio-engineering needed

for one to tend to the superhuman physique of an Astartes, he is also a formidable soldier on the field of battle, more than capable of holding his own in the thick of combat. An Apothecary is entrusted with the use of the Narthecium and redactor to save the wounded when he can or to grant them the Emperor's Peace and extract their progenoid organs. Despite the task of general healing being extended with the invention of the Aceso stabilizer, only the Apothecary has the training, knowledge and expertise to complete the sacred task of retrieving the gene-seed, in which the entire future of the Chapter is held.

THE TEST OF GLORY

Nominees have gradually taken the place of Company Champions in that they are the pride of their respective companies, being potential candidates to Captainship in their Battle Company. They are tasked with learning the ways of command from a first-person view after their general studies have been completed, fighting alongside their mentors themselves. Besides assisting with carrying out orders and relaying commands, they also act as personal bodyguards to their charge, defending his honor as well as that of the Chapter.

In this way service in a Command Squad speeds promotion within the Chapter – with most Captains filling their retinues with hardened Veterans and aspiring candidates in whom exceptional combat skills are matched by prowess in tactical and strategic reasoning. These Knights Inductor can always be found in the center of the most grueling combat, battling in the name of humanity and the Emperor in order to preserve the Imperium in the face of myriad threats.

Name	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Nominee	5	4	4	4	1	4	2	9	3+
Apothecary	4	4	4	4	1	4	2	9	3+

UNIT TYPE: **Infantry.** Captain Nominee and Apothecary are **Infantry (Character)**

WARGEAR:

Veteran: Power armor, bolt pistol, chainsword, blind grenades, krak grenades

Nominee: Power armor, bolt pistol, power weapon, blind grenades, krak grenades, iron halo

Apothecary: Power armor, bolt pistol, chainsword, blind grenades, krak grenades, narthecium

SPECIAL RULES:

And They Shall Know No Fear, Emptyrean Anathema, The Unseen

Test of Glory (Nominee only): A model with this special rule must always accept a challenge whenever possible and re-rolls all failed rolls to hit in one.